

Mostly up to date document. Feel free to suggest if something is missing here

https://www.reddit.com/r/yandere_simulator/comments/hm0ysb/information_request_for_the_do_not_support/

The video linked to this is shit. Feel free to use any info in this to make your own video. If you need any info contact me at CJ_Sucks_At_Life#8383 on discord.

Some actually good videos on the situation:

[The Right Opinion](#) - Insanely good outside look on the situation

[Kappa Kaiju](#) - Very good critique

[The Rise and Fall of Yandere Dev](#) - Old Video, but the first large scale coverage of this and still has a ton of great info

[Source Code Analysis](#) - Entire source code analysis

This is basically a doc that shows everything I found during a period of research between November and December back when I was creating a video on Yandere Dev before the Cum Chalice and Speedrun Memes took off. With some added info from events that followed.

TLDR: He is a bad programmer with no formal training, Massive incel, is horrible to volunteers, potential pedophile, and is incredibly inefficient in developing yansim (and bad at designing it as well), and being a general cunt to his fans, and steals assets.

Quick introduction if you don't know shit about this whole situation

Yandere Simulator is a game developed by a developer under the alias of Yandere Dev (real name Alex Mahan). It's a game initially conceptualized on [4Chan's /v/](#) in early 2014 that soon gained the attention of many popular let's play youtubers. Propelling the game's popularity into the heavens and even allowing him to create a long running patreon which funds it to this day. In the games 6+ year long development it has had a lot of controversies relating to various parts such as the game being banned on [Twitch](#) and a quickly dropped partnership with [Tinybuild](#). These controversies mainly exploded in two parts. In 2018 when the developer was linked with his old username "Evaxephon", a username with a long and iffy history. Causing many videos such as [The Real Yandere Dev](#) to be posted. This died down for a while however got gaslighted again in early 2020 due to an old video of him drinking a milk goblet popped up. Causing people to do stuff such as [speedrun bans on his discord server](#) and edit original video in various ways whilst calling it the "[Cum Chalice](#)".

That brings us up today, the developers email was hacked by a [Kiwifarms Member](#). Causing his subreddit to be handed to r/Osana admins and all his old moderators being removed. Along with many details containing information about the game popping up such as additional details on the [Tinybuild situation that were previously unknown](#).

Fans:

First Part him being an asshole to his fans. Not exactly very mature

<https://imgur.com/a/M402ARl>

Him refusing to go to a fan server and saying he would rather see a person die rather than go back.

<https://imgur.com/a/4l8A5dg>

Seemingly him justifying him telling a person to kill themselves

<https://imgur.com/a/MPNQ7In>

His response to a channel basically dedicated to editing his streams linking to his discord

<https://imgur.com/a/9TKT4RX>

Dissing the entire speedrunning community

<https://imgur.com/a/hqcpvjg>

Him calling people in a discord server cockroaches

<https://www.youtube.com/watch?v=vkJ7l8czaL4>

Him telling a user to shove a cactus up their ass and die
Second Part Banaholic

<https://imgur.com/a/Na4PsX1>

Him banning words in his server. Also banning the posting of his own face....
Despite using a webcam during livestreams.

<https://imgur.com/a/64FWoZA>

Ya get banned if you call him by his real name btw

<https://imgur.com/a/EPswaBk>

Him basically admitting to banning people with no prior evidence towards them.

<https://imgur.com/a/5T10YGA>

Dude getting banned for no reason. Permanently

<https://imgur.com/a/TUWKkg3>

Sorta irony

<https://imgur.com/a/raOYTlr>

Him banning a twitch user for just being an average twitch user

<https://imgur.com/a/z3hgO5P>

The time were his justification for a user being banned was a rabbit in their name.

<https://youtu.be/rQ9oNhvXXx0>

Him telling a viewer to kill themselves

<https://youtu.be/7LZtJIOPgTc>

After a user being told to kill themselves and banned. Users get timed out if they talk about it.

<https://imgur.com/a/vxpVQIs>

Him calling a user mentally handicapped for asking a question

<https://imgur.com/a/ep2W9pm>

Blowing up at a user for asking a question

<https://imgur.com/a/6CuY1yd>

Him blowing up at a fan for using a mod. "Go stick your dick in a beehive"

<https://imgur.com/a/euVEh3L>

His response/justification for doing that

Him attempting to justify doing this due to stress

<https://imgur.com/a/SyHdu4w>

Not him. But a screenshot of the shit that goes down in his discord

<https://imgur.com/a/eJ1B80J>

Larger scale censorship of fanbase:

<https://imgur.com/a/APKGGKuI>

Proof of him purchasing his subreddit...

<https://imgur.com/a/Hzz2g3t>

Then immediately censoring it (Red is deleted)

(This is a brief scroll of the comments detailing this purchase, ~50% deleted)

https://youtu.be/3_0GhB5XtJk

<https://imgur.com/a/AV6Bd4n>

Example of comment deletion on one of his videos

Midori Bot, a bot developed by a friend of Yandere Dev...

Banned anyone who used these phrases or variations of these phrases instantly, my personal favorite being "Lego City"

<https://pastebin.com/p4VJ8jYr> (Old decompiles of the bots code)

<http://archive.vn/mWNDr>

Also had a whole incident with potentially tracking if users were in specific servers using dummy accounts

Initial user tweeting about getting banned for being in a "hate server" by the bot

<https://twitter.com/TheCorruptedDev/status/1250658047938236423>

<https://kiwifarms.net/threads/evaxephon-yandere-dev-alex-mahan-alexander-stuart-mahan.1931/1/page-1816> (Post dealing on a talk with the developers of the bot)

<https://imgur.com/a/Eza59yf>

After the official subreddit was given back. It was cleaned and locked down.

False striking a youtuber twice forcing him to make apology videos. Then he immediately deleted them after a single strike was dropped

<https://imgur.com/a/9x6SsZh>

Part 3: His responses to these situations

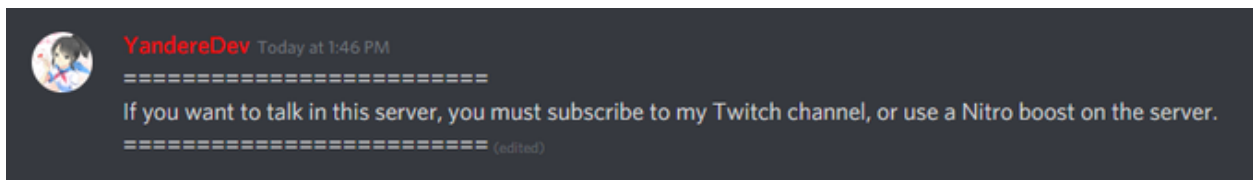
<https://www.youtube.com/watch?v=dxa6FM9E1jl>

Very general video addressing all of the claims against himself. However is more of a pity party than an actual critique/apology for his behavior. Harassment is bad, however this video pretty much ignores all actual criticism based at him and addresses nothing specific enough to actually refute it enough.

<http://www.yanderesimulator.com/debunk/>

A page dedicated to him attempting to debunk most of the claims against him. Lotta it is wrong. I can't go through every individual reason since its 6000 words/several pages long and a lot of it is very specific or trivial. This doc goes through most of it generally. (If you truly want a specific breakdown [Nazo's Debunkmas](#) is good but a little outdated as new debunks have been added since then)

Also quick apologies for the invites to the yandere server ban speedrunning. The server recently has..



~~So sadly it is very difficult to speedrun at the time of writing this. The only categories are Nitro% and Twitch%. The any% WR has also managed to hit 7 seconds now. If you wanted to know~~

Speedrun meme is dead, no funnies anymore. Discord server is open at the time of writing this though? I am permabanned but the mods are on full damage control after the reddit takeover.

<https://imgur.com/a/BaCHE94>

Posted after the start of the raids on January 20th. Suicide baited over people posting cum chalice memes in his discord

<https://yandere-dev.wordpress.com/2020/02/14/valentines-day-update/>

Alongside a massive delay to the long awaited Osana. Making it seem like he got worse harassment during that period than cum chalice level memes in his discord (No evidence exists or has been shown of this either)

Also, He had a massive tantrum over emails that lasted several months because he got too many. Most of you probably know it already but that's the gist of it.

Programming: TLDR Is a bad programmer and refused professional help

<https://imgur.com/a/8LH7HIL>

Some examples of his "good" programming.

A large misconception about yandere simulator's code main flaw is that the overuse of if/else statements hold it down. They certainly play a part, but it's more about super bloated and unoptimized code. Some very good videos detailing yandere simulators shortcomings codewise by Nice Tomeetyou have recently been deleted. But a good example is the students related scripts in the game. Basically every student has the behaviors of every student in the game, but different variables to tell which one to use. Instead of just having their necessary behaviors.

However, Yandere Dev responded to this

<https://www.youtube.com/watch?v=8vT-97qiaNQ>

His main excuse is that he had sloppy code because of harsh deadlines with updates

His second excuse was that rendering was a more prominent issue

And then he stated he was fixing a lot of the code

To this day I'm pretty sure the student scripts are pretty much the same nearly 2 years later. They are a much larger deal than in the video though, If the student scripts are turned off the game gains a massive framerate boost. The students models are still being rendered, however they are not performing any actions/movements.

Unity has a system for pre-optimizing rendering called occlusion rendering. A case about rendering Yandere Dev brings up in his video is that certain objects are rendering when they are not supposed to. This is a pretty special case as occlusion rendering tends to work pretty nicely (<https://forum.unity.com/threads/rendering-into-part-of-a-render-texture.425371/> for people getting confused as hell over a similar issue). Unless there is a lot of special cases like this it's spaghetti code causing it. In one of the deleted Nice Tomeetyou videos it talked about the games huge rendering problem and described how fucked up the occlusion rendering data

Oh yeah his run in with tinybuild

For a period of time Yandere Dev worked with a publisher named Tinybuild. They sent a programmer which was supposed to help with programming the game. He had some pretty [negligible](#) to decent results with recording the game from Unity 4 to Unity 5. The moment the new programmer tried to start fixing the spaghetti of code that was yandere simulator..

YandereDev kicked him off and disbanded the partnership

<https://imgur.com/a/9GfzcDS> (If you want a download to this image)

For a long time, I was extremely reluctant to consider the possibility of bringing another programmer onboard the project. I didn't want to risk losing weeks or months of my time teaching someone how the systems work, how to modify various aspects of the game, where important files are located, etc. I didn't want to risk "merge conflicts" that occur when two programmers modify the same script and then have to resolve conflicting code. I didn't want to risk the programmer modifying my code in ways that make it alien and foreign to me, impeding my ability to make progress on the game. I didn't want to risk losing time waiting for a programmer to fix a bug he had caused. I didn't want to risk being forced into a situation where I'm reliant on the assistance of someone whose personality is difficult to tolerate. I didn't want to risk all of the other annoying headaches that come from working alongside a programmer instead of just working solo.

This is his statement about working with another programmer

“Modify the code in ways I couldn't understand”

Basically just admitting he cannot understand more complex code.

“Merge conflicts”

Merge conflicts could be a large deal, but just coordinate with your partner. Large companies have to deal with tons of merge conflicts a day

“Weeks or months

Also it should not take you weeks to describe your code to a newcomer, that means your code is a spaghetti of some kind. Modders seemed to go through your game's code just fine and modify it.

Also if you want to make the argument that it's just the tinybuilder being a bad programmer, it's quite the contrary

Alex's no professional code training

<https://imgur.com/a/XLB1jML>

List of jobs Alex performed at Kung Fu Studios

<https://imgur.com/a/uTzMjW5>

Only programming focused jobs were production support and the IOS titles. Never above junior level programmer.

<https://imgur.com/a/eW749xZ>

Adding this to a variable is a programming practice that has no effect on the actual code. Some people use to track what they have variables changed while programming. Yet he acts like the programmer is a dumbass for doing it.

He also heavily censored comments about the tinybuild partnership being broken.

<https://imgur.com/a/fpOd3oi>

...For good reason as well. Months later after his account was hacked it was revealed he owed/owes them 31000\$ in repayment fees in a email.

<https://kiwifarms.net/threads/evaxephon-yanderedev-alex-mahan-alexander-stuart-mahan.19311/page-1898#post-6844219>

Volunteers: TLDR he treats volunteers like their disposable

Volunteers have pretty much made most of the game for him. assets, animations, voice, are not created by him. He is even not doing all the programming at this point.

Point is, the game would not exist without people helping out.

However, he treats his volunteers like they are disposable and has admitted it

<https://imgur.com/a/n28kaCp>

I understand his reasoning behind it, however it is one of those cases were you can infer how it works based on your community since they made so much of your game for you. Its like ZUN saying he would prevent anyone from using the Touhou IP to make fangames. Despite them pretty much always coming out good.

Still rude either way to people who are doing free work for your btw.

Because if you payed them consistently/at all prices it would get steep quickly.

The guy who made most of the character portraits would charge around \$50 for each portrait while the website that he didn't make could have cost over \$100.

(He doesn't pay them a consistent wage)

Also some volunteer stories

<https://imgur.com/a/OgzAhxc>

That one time were he didn't want to credit someone so he lost character models

<https://imgur.com/a/WcWkFSH>

Their statement on it

<https://twitter.com/SOZOMAIKA/status/1220510429371191297>

That one time he asked for free art, pressured the artist to finish within his “No time to be completed” timer. Then they got no credit in final build

<https://imgur.com/a/KogGHkY>

Asset stealing: TLDR he uses other people's assets for profit

Many points in development he has used placeholder models for things, the thing is he is/was directly making a profit of those assets being in the game

There's a list right here:

https://www.reddit.com/r/yandere_dev/comments/96j71g/evidence_yandere_dev_does_steal/

Another (sorta extreme) list

<https://anti-yandere-dev.tumblr.com/post/156173705978/yandere-simulator-stolen-assets-list>

Couple of main ones are

His blackening of a couple drawing saying he didn't have to credit them because he blacked them out

<https://imgur.com/a/mnblcnH>

Stealing of a literal grass texture.

<https://imgur.com/a/fCPeLVb>

Two removed “Easter Eggs which used Kizuna AI's model with no credit. Alongside the second one using megalovania with SFX from the Sans fight.

<https://imgur.com/a/f0EZB3v>

He just used other people's assets for his own personal gain

His main artist Mulberry also traces BTW (traced art from Shantae and the Pirates curse

<https://imgur.com/a/SNIIVSm>

Incel: TLDR he's a super incel

A very subjective point, different peeps are OK with different things. Main part is it drove off a volunteer it got so bad. <https://ouendanl.tumblr.com/post/120011180488/recent-allegations>

<https://imgur.com/a/aBiTRtT>

Some of the Gaia online posts created when he was 20

Also this... inventory system concept



<https://www.fanfiction.net/u/868622/EvaXephon>

His fanfiction he keeps up to this day.

<https://imgur.com/a/ChQpwQt>

Being openly perverted on his discord server

https://gamebanana.com/requests/11939?utm_source=share&utm_medium=ios_app

His request to "Fix" samus's model in ultimate (her boobs got downsized)

<https://kiwifarms.net/threads/evaxephon-yandere-dev-alex-mahan-alexander-stuart-mahan.19311/page-1702>

Could have **Potentially** owned a sex doll.

Owned a sex doll

<https://kiwifarms.net/threads/evaxephon-yandere-dev-alex-mahan-alexander-stuart-mahan.19311/page-2051>

He mainly attempts to use irony based on how much weeb love anime for comedy, but it ends up just making him look like a hardcore weeb (which he is)

Potential Pedophilia: **There is not enough concrete evidence, do not accuse him of pedophilia. That could be classified as defamation.**

The story goes that yandere dev (EveXephon at the time) received nudes from a minor with a username of Sisefs (~14 at the time supposedly). He kept her nudes for a period of time till it broke out she was underage, in which he promptly was to have deleted them all off of his hard drive.

He gives wildly different accounts each time, however that's what we have managed to put together that's concrete.

<https://pastebin.com/Zuszd6uM>

(Sisefs is mentioned in this chatlog that yandere dev had)

<https://imgur.com/a/w9VEgnF>

(Assorted screenshots)

This seems very suspicious as the story changes every time, However the only concrete evidence we have in this regard is he had CP on his computer. And he potentially thought it was not a large deal due to the screenshots we found of him ("Swat doesn't move in for CP anyways"). That is all we have

There is a potential Sisefs response. However we don't even know its her or if what she is saying is true

<https://imgur.com/a/IYbDEFo>

Am updated response with some screenshots from the times were the two interacted

<https://sisefs.tumblr.com/post/175627209261/update>

The other part is relating to his characters. He consistently insists his characters are above 18 (Despite being in highschool) while thrusting them into 2 porn games. One sort of tame, the other which has had partners with rule 34.xxx. Its frankly not concrete evidence since its fictional characters but nonetheless more information.

I forgot to put this here but he also once brought up the concept of a sex license

<https://imgur.com/a/8wCY1Um>

Calls his fans "fuck Kittens" despite a large number of them being underage

<https://imgur.com/a/HaWVSX2>

Game Design TLDR He's a slow and bad dev of his game

First off, it's been over 5 years and nearly 6 and it's still a debug build with no rival.

Even by his development chart which is an 8 stage process. He still only has finished 1 of the steps

<https://funkyimg.com/i/2WCDt.jpg>

Osana has been worked on for over 3 years, 3 years. I understand core features can take long increments of time. Like mario 64's movement I'm pretty sure took about a year to finally perfect, and you see the value of that in the finished product. And Osana was not solely focused on those 3 years. However, 3 years is comparable development time for most GAMES. Not

features. That's the length of 2 super meat boys, or 3/4th of stardew valley, or 3 Call of Duty games. Unlike your response to this question, "How long does it take to make a video game". Most of these games you cited came out despite there delays after about 3-5 years. Yet at 5 you still have something short of even a demo. Don't go citing owlboy's 10 year cycle either, because that went through a duke-nukem forever situation. Aka being remade several times because of new hardware etc.

Source:https://www.gamasutra.com/view/news/284299/Owlboy_dev_talks_about_the_journey_of_its_decadelong_development.php

"Went through numerous rewrites"

While yours, as yes it has gone through various changes. Can't call it being massively rewritten besides the c# translation which was pretty much the exact same code from the programmer and models being redone by volunteers which he did not perform. Which, if you take those out of the equation since you didn't perform them yourself. Leaves with some rewritten systems like the reputation system being the only ones standing out.

Also, the developers were not getting funded by fans this whole time and actively making a profit off of a youtube channel and merch sales. Unlike him

200000\$. (208675\$) From patreon

285292.075\$ rough low youtube estimate. (0.75\$ per 1000 views)

+????????\$ from merch sales

+????????\$ from twitch monies

Or about 30 lisa's worth of funds

Or about 10 undertales.

And he STILL wants a kickstarter to help fund this

Edit: Some info on how the kickstarter would be [run](#). Would screw over publisher helping him as well if it failed

If this isn't due to laziness while developing. Its because..

Instead of focusing on osana herself. He prioritizes other smaller features other than focusing on her. Yes I understand the concept of the v-slice (which is the act of developing all of a game mechanics as a proof of concept and have a company help work on it). However many mechanics just seemed like they were chucked in there because there just because they were cool. And not that the game needed them at that point. EX: the game had a working shop system with info-chan and he then instead of focusing on making osana he works those into the game. If he keeps adding random side mechanics instead of focusing on the main damn thing it will just become a loop. In fact it sort of has, honestly. Stuff like the shop has popped up in the more recent months and yet we have no osana release date. Just more "she's coming bros"

"My current priority is to develop a demo that shows off the general experience of playing the game. The game's demo should be interesting and challenging. So, in the demo, the first rival

(Osana) will be moderately difficult. But, in the final game, Osana will be the easiest rival, and every other rival will get progressively harder than the previous one. In other words, the game's current level of difficulty (as a debug sandbox for testing features) doesn't reflect how difficult the final game is actually going to be.”

Also, the guys obsession with content that won't be in the final game, like the easter egg menu is about 40 items long at this point. Along with the occult club demon summoning ritual AND the science club “death motorcycle”. He justifies that these do not take up much time and are stress relievers. But its kinda weird how some of these are actually decent and detailed with fluid animation and that some have actually updated over the years. Kinda seems like a lot of effort was put into them instead of just how he describes making them for a couple hours. Now don't quote me on this. I have heard a rumor he asked for help on the motorcycle easter egg as well, could always be disproven though. For developing a V-Slice he really does have an obsession for stuff not showing the final game.

Also Raibaru, Raibaru is osana's god body guard and meant to add difficulty in the kickstarter demo. Except she is supposedly staying in the final game and will be balanced the same. Aka the first challenge in the game has a god bodyguard guarding her at all times. So when your getting used to to the game your going to have to jump through her scripted methods in order to actually do stuff, as a new player on your first romp through. Her existence is barely even needed either, she is supposed to make it so osana is always watched by someone. Thing is Osana has the whole goddamn school watching her at all times. Also doesn't not properly disposing of corpses just kill you off already? So a players first challenge in the game will have to take out Raibaru PLUS a dead body in the trash (in a school full of people). Good game design amirite?

To this day he streams more than i'd say Vinny Vinesauce and Joel Vinesauce combined. Which is a bit ridiculous. I don't have more recent data but here's an example of a bad month of his streaming

<https://imgur.com/a/NzoFmrn>

Welp. that's pretty much it. This is probably sloppy at many points due to being written late at night. But thanks for reading!